

### 4. BASIC RESPONSES

|                                  |  |                        |
|----------------------------------|--|------------------------|
| Jump raises - minors             | Weak   | Inverted & Criss Cross |
| Jump raises - Majors             | Weak   | Bergen                 |
| Jump shifts after minor opening  | weak   |                        |
| Jump shifts after Major opening  | Bergen   |                        |
| Responses to strong 2 suit open. | 2♣ control Responses 2D=0-1, 2♥=2, 2♠=3, 2NT=4 |                        |
| Responses to 2NT opening         | Muppet, Transfers & minor ask                  |                        |

### 5. PLAY CONVENTIONS Show priorities

|                                   | Versus Suit (or both)         | Versus NoTrump (if different)  |
|-----------------------------------|-------------------------------|--------------------------------|
| <b>Leads</b> Sequences:           | Overlead AQ attitude, K count | Journalist leads:              |
| Four or more with an honour       | 4th                           | 10=J&A orK or top 3+           |
| From 4 small                      | 2nd                           | 9=10 and non touch higher H or |
| From 3 cards (no honour)          | Mud                           | top 3+                         |
| In partner's suit                 | Mud                           | Top                            |
| <b>Discards</b>                   | low enc                       | Low enc                        |
| <b>Count</b>                      | Low-high = even               | Low-high = even                |
| <b>Signal</b> on partner's lead:  | Attitude                      |                                |
| <b>Signal</b> on declarer's lead: | Count                         |                                |
| <b>Notes</b>                      |                               |                                |

### 6. SLAM CONVENTIONS 4♣ Gerber

|   |  |      |
|---|--|------|
| <b>4NT:</b> Blackwood <input type="checkbox"/>  | RKCB   | 4130 |
| Asking Bids <input checked="" type="checkbox"/> | Cue Bids <input checked="" type="checkbox"/> |      |
| Minorwood Keypad                                |  |      |

### 7. OTHER CONVENTIONS

|   |  |
|---|--|
| Lebensohl, Support X & XX                   | 2Way Checkback:after 1NT response to any     |
| 4th suit waiting after 2/1 Game Force,      | bid features up line                         |
| Triple jump =Splinter, Dopi (X=0,P=1), Ropi | Over strong 1♣ or 2♣: x=Mjrs, 1/2♦= a Mjr,   |
| Jacoby( 2NT over a Mjr =4+fit & open hnd    | 1/2 NT=minors, 1/2C/D that suit+minor        |
| Blackout, Reverse Kokish, Smolen            | X transfer bids =bid suit, bid held suit=t/o |

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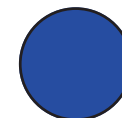
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**AUSTRALIAN BRIDGE FEDERATION INC.**

### STANDARD SYSTEM CARD



|  |                 |  |
|--|-----------------|--|
| ABF Nos.                               | 14443           | Kevin Davies   |
| & Names:                               | 196533          | George Finikiotis  |
| Basic System:                          | 2/1 GF          | 27/7/2024  |
| Brown Sticker <input type="checkbox"/> | Classification: | Green <input type="checkbox"/> Blue <input checked="" type="checkbox"/> Red <input type="checkbox"/> Yellow <input type="checkbox"/> |

### 1. OPENING BIDS

|  |  |                                 |
|--|--|---------------------------------|
| Describe strength, minimum length, or specific meaning |  | Canapé <input type="checkbox"/> |
| 1♣ 11+hcp, 2+ ♣ Prepared club                          | 1♥ 11+hcp 5+ ♥   |                                 |
| 1♦ 11+hcp, 4+ ♦  | 1♠ 11+hcp 5+ ♠   |                                 |
| 1NT 15-17 Hcp Bal                                      | may contain 5 card Major <input checked="" type="checkbox"/> |                                 |

|   |                                    |
|---|------------------------------------|
| <b>1NT Responses</b> 2♣ Simple Stayman (Garbage signoff or Invitational Hand) |                                    |
| 2♦ Transfer ♥   | 2♠ Transfer ♣ (3♣ response= Max)   |
| 2♥ Transfer ♠   | 2NT Transfer ♦ (3♦ response = Max) |
| (Db) If Pen=Swine else System on  | other 3♣=GF Puppet                 |

|   |
|---|
| 2♣ Game Force Control Responses 2D=0-1, 2♥=2, 2♠=3, 2NT=4           |
| 2♦ Multi 2♦ Weak 6Major or Acol 2 in any suit 4th seat 6♦, 11-14Hcp |
| 2♥ 5-11 hcp 5+♥ + 4+Another (5/5 Vul) 4th seat 6♥, 11-14Hcp         |
| 2♠ 5-11 hcp 5+♠ + 4+minor (5/5 Vul) 4th seat 6♠, 11-14Hcp           |
| 2NT 21-22B 3♣=Muppet, 3♦♥ Tf 3♠=5♠4♥ 3NT 4 Level minor Pre-empt     |
| other   |

### 2. PRE-ALERTS

|  |   |
|--|---|
| 1NT response to 1♥/♠=forcing if unpassed | 4♣/4♦=HH(H)xxxxx,and outside Ace            |
| 3rd seat preempts may not have top Hnr   | Ghestem, Inverted Minors (incl after opp X) |
| Our NT - IF X= Pen: SWINE else System on | Bergen, Criss Cross Minors                  |

### 3. COMPETITIVE BIDS / OVERCALLS

|   |  |
|---|--|
| Jump overcalls Weak or Ghestem  | Unusual NT Ghestem (low 2 unbid suits) |
| 1NT overcall: (immediate) 15-18 (System on)   | (re-opening) 11-14 (& System on)       |
| Immediate cue: (minor) Ghestem -10 or 16+Hcp  | (Major) Ghestem 55 other M+♣           |
| <b>Over:</b> Weak Twos X=t/o, if 2Bmult: X= Short I Opening Threes X = T/out (4th Seat X =15+any) |  |
| Opponent's 1NT Weak (<16) X=Pen, 8+& 2♣=Both M, 2♦ sing Mjr, 2♥/♠suit+Minor, 2N=both              |  |
| Strong (incl 16) X=4M+5m 2♣=Both M, 2♦ sing Mjr, 2♥/♠ suit+Minor, 2N=both m                       |  |

|                          |                     |    |
|--------------------------|---------------------|----|
| <b>Doubles</b> DOPI ROPI | Negative DBL thru   | 4♥ |
|                          | Responsive DBL thru | 4♥ |

## 8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

|                              |                                      |                             |
|------------------------------|--------------------------------------|-----------------------------|
| 1♣ 1♦ 6+ HCP, 4+♦            | 2♦ Criss X, 6-9Hcp, 5+♣              | 3♦ Splinter short ♦ 6 loser |
| 1♥ 6+ HCP, 4+♥               | 2♥ 6+♥, 8-10Hcp                      | 3♥ Splinter short ♥ 6 loser |
| 1♠ 6+ HCP, 4+♠               | 2♠ 6+♠, 8-10 Hcp                     | 3♠ Splinter short ♠ 6 loser |
| 1NT 6-9 HCP 4+♣ (no 4M)      | 2NT 10-12hpc, no 4M, 4+♣             | 3NT 13-15 HCP (no 4M)       |
| 2♣ 10+ HCP 5+♣ (no 4M)       | 3♣ Criss X 0-5 HCP, 5+♣              | 4♣ Minorwood                |
| other                        |                                      |                             |
| 1♦ 1♥ 6+ HCP, 4+♥            | 2♥ 6+♥, 8-10 Hcp                     | 3♥ Splinter short ♥ 6 loser |
| 1♠ 6+ HCP, 4+♠               | 2♠ 6+♠, 8-10 Hcp                     | 3♠ Splinter short ♠ 6 loser |
| 1NT 6-9 HCP (no 4M)          | 2NT Bal 10-12 HCP, 4+♣ no 4M         | 3NT Bal 13-15 HCP (no 4M)   |
| 2♣ 10+HCP, 5+♣, 1 rd for     | 3♣ Criss X 6-9 Hcp, 4+♦              | 4♣ Splinter short ♣ 6 loser |
| 2♦ 10+ HCP, 4+♦ 1 rd for     | 3♦ Criss X 0-5 HCP, 5+♦              | 4♦ Minorwood,               |
| other                        |                                      |                             |
| 1♥ 1♠ 6+hpc, 4+♠             | 2♥ Good 7-9 3♥                       | 3♦ Bergen 4+♥ 10-11         |
| 1NT 4-12 HCP forcing 1 RD    | 2♠ Bergen 3♥ 10-11 unbal             | 3♥ weak, 4+♥                |
| 2♣ GF 4+♣                    | 2NT GF ♥ Jacoby                      | 3♠ 0/x ♠, Game Values       |
| 2♦ GF 4+♦                    | 3♣ Bergen 4+♥ 5-9                    | 3NT 3♥ Bal 13-15            |
| other                        |                                      |                             |
| 1♠ 1NT 5-12 HCP forcing 1 RD | 2♠ Good 7-9 3♠                       | 3♥ Bergin 3♠ 10-11 unbal    |
| 2♣ GF 4+♣                    | 2NT GF ♠ Jacoby                      | 3♠ Weak 4+♠ 0-6 unbal       |
| 2♦ GF 4+♦                    | 3♣ Bergen 4+♠ 5-9                    | 3NT 3♠ Bal 13-15            |
| 2♥ GF 5+♥                    | 3♦ Bergen 4+♠ 10-11                  | 4♣ Splinter short ♣ 6 loser |
| other                        |                                      |                             |
| 1NT 3♣ GF Puppet             | 3♠ GF 3♠ 31(5/4) shape               | 4♦ Minorwood (♦)            |
| 3♦ GF Minors                 | 3NT To Play                          | 4♥ To Play                  |
| 3♥ GF 3♥ 13(5/4) shape       | 4♣ Minorwood (♣)                     | 4♠ To Play                  |
| other                        | 2♣= Stayman (Garbage or limit raise) |                             |
| 2♣ 2♦ 0-1 Controls           | 2NT 4 controls                       | 3♥                          |
| 2♥ 2 Controls (2K or 1A)     | 3♣ 5 controls                        | 3♠                          |
| 2♠ 3 controls                | 3♦                                   | 3NT                         |
| other                        |                                      |                             |
| 2♦ 2♥ Pass or Correct        | 3♣ GF 5+c                            | 3♠ Pass or Correct          |
| 2♠ Pass or Correct           | 3♦ GF 5+♦                            | 3NT                         |
| 2NT strong Inquiry           | 3♥ Pass or Correct                   | 4♣                          |
| other                        |                                      |                             |

### Notes

|                       |                        |                     |
|-----------------------|------------------------|---------------------|
| 2♥ 2♠ Pass or Correct | 3♦                     | 3NT To play         |
| 2NT strong Inquiry    | 3♥ Pre-emptive         | 4♣                  |
| 3♣                    | 3♠ 5+♠ forcing         | 4♥ To play          |
| other                 |                        |                     |
| 2♠ 2NT strong Inquiry | 3♥ 5+♥ Forcing         | 4♣ Splinter short ♣ |
| 3♣ Pass or Correct    | 3♠ Pre-emptive         | 4♥ Splinter short ♥ |
| 3♦ 5+♦ Forcing        | 3NT to play            | 4♠ To play          |
| other                 |                        |                     |
| 2NT 3♣ Muppet         | 3♠ minor ask           | 4♦ Minorwood(♦)     |
| 3♦ Transfer ♥         | 3NT 5♠+4♥              | 4♥ To Play          |
| 3♥ Transfer ♠         | 4♣ Minorwood(♣)        | 4♠ To play          |
| other                 | 4N=Quant Slam Interest |                     |

## 9. CONVENTIONS

**Unusual NT:** Ghestem 2 Lower unbid suits

**4th Suit Forcing** One round  Game force

**NT Checkback**  Priorities: 2way, Suits up the line

**Defence to 3NT opening**

**Defence to Opening Twos**

Multi 2♦ X T/o Short ♠, 2♥=Takeout Short ♥, 2N=15-18, Others Natural 5+ suit

RCO style 2-s 2NT=15-18 (then Muppet), 1st X Values 15+, 2nd X T/O, 3rd X Penalties

Other 2-s

**Defence** (1♣) : X=both M, 1♦=single, 1♥=H+m, 1♠=S+m. 1NT=both m, 2=Weak 2 to

**strong** (2♣) : X=both M, 1♦=single, 1♥=H+m, 1♠=S+m. 1NT=both m, 3=Weak 2

1♣ / 2♣

**Over 1NT Interference** If Pen X=SWINE else System on

**Lebensohl - other uses** Weak 2 X, 2Lvl interference 1NT

**Take out of 4 level pre-empts** 4♣/4♦ X

4♥ X 4♠ 4NT

## 10. OTHER NOTES

1NT 2overcall X=Penalties

SWINE:1NT - (Pen X) : XX asks for 2♣ and pass my next bid or bids 44 touching

SWINE:1NT - (Pen X) : Pass asks for XX; pass strong; or Bids weak 5+ suits

SWINE:1NT - (Pen X) : 2♣ =♣+Major; 2♦=♦+♠; 2♥♠= good 5+ able to 3lvl; 2N=minors

After opp transfer responses, X of bid suit =that suit, bid of responders actual suit=t/out

X opp NT in 4th Seat = Values at least mid range opp NT